

insight and understanding of winning behavior. His expanding expertise is measured by a series of SKILL LEVELS. A connection between the REPORTER and the contest participants is created when the consolidated analysis is fed to the contest participants during an on-going CONTEST as input to the formulation of PLAYER strategy. The REPORTER indirectly becomes a participant in the CONTEST. This is the ultimate motivation for a REPORTER.

What is claimed:

- 1) A method for reporting the discovery of PLAYER activity that is causal to team achievement, comprising:
 - a) means to segment reporting task into ASPECTs,
 - b) means to record redundant ASPECT reports,
 - c) means to select representative ASPECT report from redundant ASPECT reports,
 - d) means to aggregate representative ASPECT reports to form a CONTEST report.
- 2) A method of claim 1, including means to teach said method.
- 3) A method of claim 1, wherein said reporting is accomplished by PLAYERS participating in the CONTEST being reported.
- 4) A method of claim 1, including means for CONTEST PLAYERS to access CONTEST analyses during the on-going CONTEST.
- 5) A method in claim 1, including means for REPORTERS to collaborate.
- 6) A system for reporting the discovery of PLAYER activity that is causal to team achievement, comprising:
 - a) means to segment reporting task into ASPECTs,
 - b) means to record redundant ASPECT reports,
 - c) means to select representative ASPECT report from redundant ASPECT reports,
 - d) means to aggregate representative ASPECT reports to form a CONTEST report.
- 7) A system of claim 2, including means to teach method of claim 1,

What is claimed:

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- 1) A method for reporting the discovery of PLAYER activity that is causal to team achievement, comprising:
 - a) means to segment reporting task into ASPECTs,
 - b) means to record redundant ASPECT reports,
 - c) means to select representative ASPECT report from redundant ASPECT reports,
 - d) means to aggregate representative ASPECT reports to form a CONTEST report.
- 2) A method of claim 1, including means to teach said method.
- 3) A method of claim 1, wherein said reporting is accomplished by PLAYERS participating in the CONTEST being reported.
- 4) A method of claim 1, including means for CONTEST PLAYERS to access CONTEST analyses during the on-going CONTEST.
- 5) A method in claim 1, including means for REPORTERS to collaborate.
- 6) A system for reporting the discovery of PLAYER activity that is causal to team achievement, comprising:
 - a) means to segment reporting task into ASPECTs,
 - b) means to record redundant ASPECT reports,
 - c) means to select representative ASPECT report from redundant ASPECT reports,
 - d) means to aggregate representative ASPECT reports to form a CONTEST report.

- 7) A system of claim 2, including means to teach method of claim 1,
- 8) A system of claim 2, wherein said reporting is accomplished by PLAYERS participating in the CONTEST being reported.
- 9) A system of claim 2, including means for CONTEST PLAYERS to access CONTEST analyses during the on-going CONTEST.
- 10) A system in claim 2, including means for REPORTERS to collaborate.
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